

SENATE CONCURRENT RESOLUTION NO. 5

A CONCURRENT RESOLUTION, Recognizing the contributions of private landowners to the support of big game populations and requesting the Department of Game, Fish and Parks to alleviate financial losses to private landowners through wildlife depredation.

WHEREAS, South Dakota enjoys a long tradition of public shooting sports which are enjoyed by thousands of resident and nonresident hunters; and

WHEREAS, the continued existence of this outstanding sport resource is dependant in great measure upon the stewardship, goodwill, and civic mindedness of our farmers, ranchers, and private landowners; and

WHEREAS, the foraging of herds of deer, elk, and antelope can and do deplete the pasture and crops of our farmers and ranchers and sometimes comprise a substantial financial burden especially in times of drought and economic downturn; and

WHEREAS, South Dakota's hunters and sportsmen not only expect but desire that the Department of Game, Fish and Parks will attempt to alleviate wildlife depredation losses and that revenues from hunting licenses and similar fees will support such efforts:

NOW, THEREFORE, BE IT RESOLVED, by the Senate of the Eighty-first Legislature of the State of South Dakota, the House of Representatives concurring therein, that the Department of Game, Fish and Parks should redouble its efforts to respond to and alleviate wildlife depredation complaints from South Dakota agriculturalists; and

BE IT FURTHER RESOLVED, that the sporting and hunting communities who utilize the magnificent big game resources that South Dakota offers recognize and acknowledge the enormous contribution of farmers, ranchers, and private landowners in fostering, maintaining, and preserving our deer, elk, and antelope populations.

Adopted by the Senate,
Concurred in by the House of Representatives,

February 14, 2006
February 16, 2006

Dennis Daugaard
President of the Senate

Patricia Adam
Secretary of the Senate

Matthew Michels
Speaker of the House

Karen Gerdes
Chief Clerk of the House